Studio II
Home TV Programmer

TV Arcade IV

Baseball Instructions

This Studio II Home TV Programmer cartridge contains an exciting sports – action baseball game for 2 players.

Cartridge 18V403

RCA

Baseball

Studio II Baseball is a competitive, action-packed game for two players. While one player is at bat, the other player pitches and controls the fielders. The pitcher can throw a fast ball, inside and outside curve or a change up.

The computer scoreboard continuously shows both player scores; indicates player at bat and inning number; and displays balls, strikes, and outs. A display is also provided to indicate type of hit (single, double, triple or home run—plus foul balls, walks and outs). (See Figure 1)

As in regulation baseball, the player ahead after 9 innings wins the game. In the event of a tie, extra innings can be played.

It will take a little practice to get the knack of hitting consistently, becoming an effective pitcher, and moving the fielders properly to catch fly balls. Read the following instructions and Baseball Hints, then—PLAY BALL!

How to Play

1. Insert BASEBALL cartridge in the Studio II console.
   Press CLEAR key.
   Press key "0" on Keyboard A.

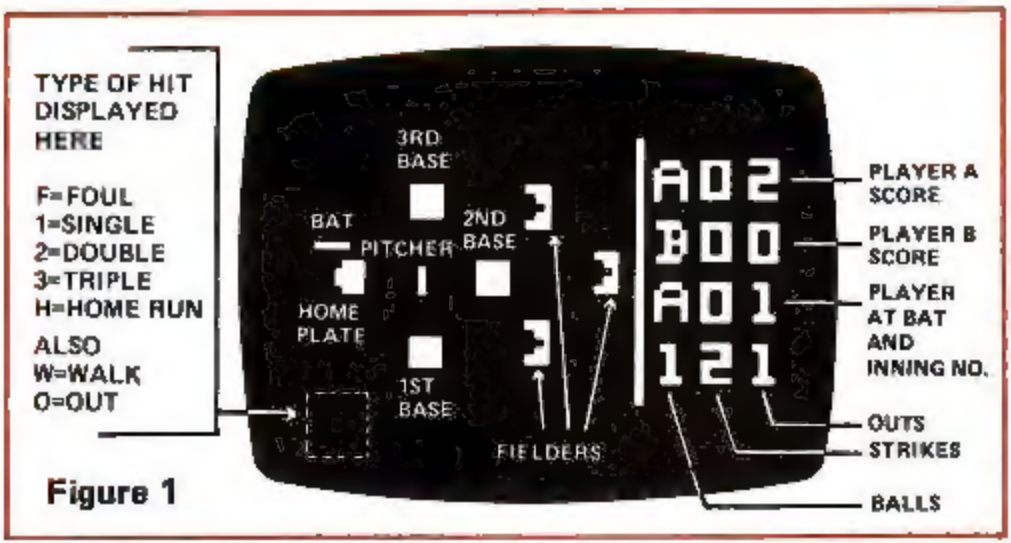


Figure 1

2. The ball field and computer scoreboard will appear on the TV screen. The third line of the scoreboard will be "A01", indicating player A (player using Keyboard A) is at bat, and it's the first inning.

3. The pitcher (Player using Keyboard B at the top of each inning) delivers the pitch by pressing Key 2, 5, or 8 on his keyboard, as follows:

   Straight pitch—Key 5
   Inside curve—Key 2
   Outside curve—Key 8
   Change up (slow ball)—use any of the above keys, but hold key down about ¼ second before releasing.

   (See Figure 2)

Note: You can't see the difference between a straight ball and a curve, but the computer is programmed to make it more difficult to get a good hit on a curve, especially on a change up curve. If the batter doesn't swing, the curve is more likely to be called a "ball", while a straight pitch will more often be called a strike.

4. The batter swings the bat by pressing key 5. A ball that is hit can be a foul, single, double, triple, or home run, depending upon where the ball goes as shown in Figure 3. The type of hit, plus walks, fouls and outs will be displayed in the lower left corner of the screen.

   The computer calls balls and strikes and automatically displays the count on the scoreboard.

FIGURE 2.

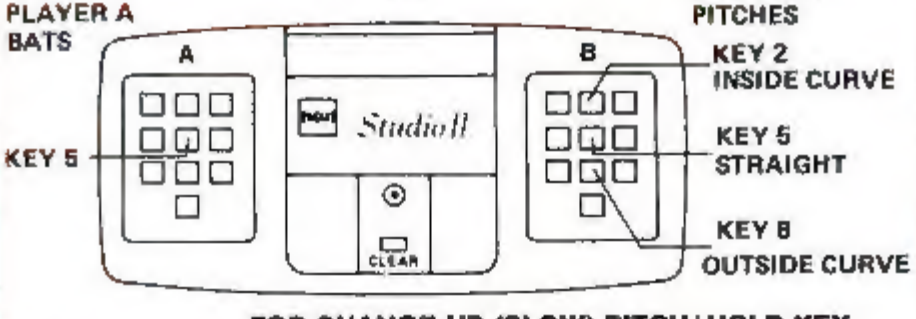
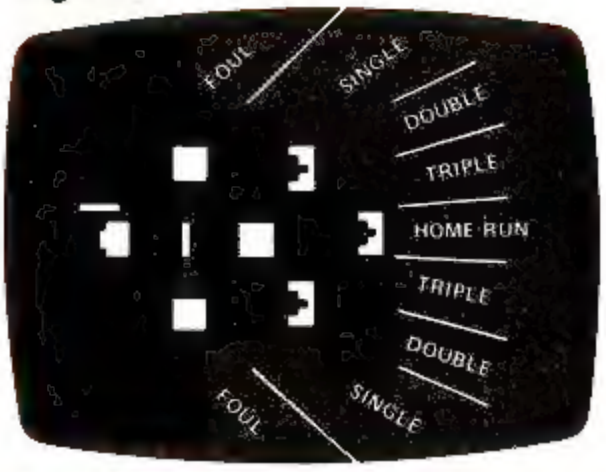


Figure 2

FOR CHANGE-UP (SLOW) PITCH, HOLD KEY DOWN ABOUT ¼ SECOND BEFORE RELEASING.

ILLUSTRATION SHOWS CONTROLS FOR TOP OF EACH INNING. KEYBOARDS CHANGE FUNCTION FOR BOTTOM OF EACH INNING SO THAT PLAYER ON KEYBOARD "A" PITCHES AND PLAYER ON KEYBOARD "B" BATS.

Figure 3



TYPE OF HIT DEPENDS ON BALL DIRECTION.

5. After the ball is hit, the defensive player can move the fielders up or down and try to catch the ball. Key 2 moves the fielders up; Key 8 moves the fielders down. (See Figure 4)

   To catch the ball the fielders must be moved after the ball is hit. If key 2 or 8 is not pressed at all, the ball will go through for a hit. To make the catch the thicker side areas of the "glove" must contact the ball, as shown in Figure 5.

   Not all balls the fielder reaches can be caught—some will get through. These are fly balls over the fielder's head.

   Note: Some balls hit in the "single" area (see Figure 3) cannot be caught, since they are out of the fielder's reach.

6. A runner is shown as a dark square on the base. You will see these runners move from one base to another after the batter gets a hit. The scoreboard will automatically increase the score as a runner reaches home plate.

7. A single or a walk will advance the base runners one base, and a double will advance them 2 bases. Of course, a triple or home run will score all runners. A walk has the same effect as a single—all runners will move up one base, and a runner at third will score.

8. After 3 outs, the screen becomes white, then returns to a normal display, indicating the half-inning is over. Player A becomes the pitcher (using keys 2, 5 or 8 on his keyboard) and the player using Keyboard B becomes the batter (using key 5 on his keyboard). Each player uses the same keyboard throughout the game—the keyboards automatically change control function after the bottom and top of each inning.

   The player with the highest score after 9 innings wins the game. In case of a tie, extra innings can be played—up to 99 innings, or until one player gets 99 runs.

PLAY BALL!

Figure 4

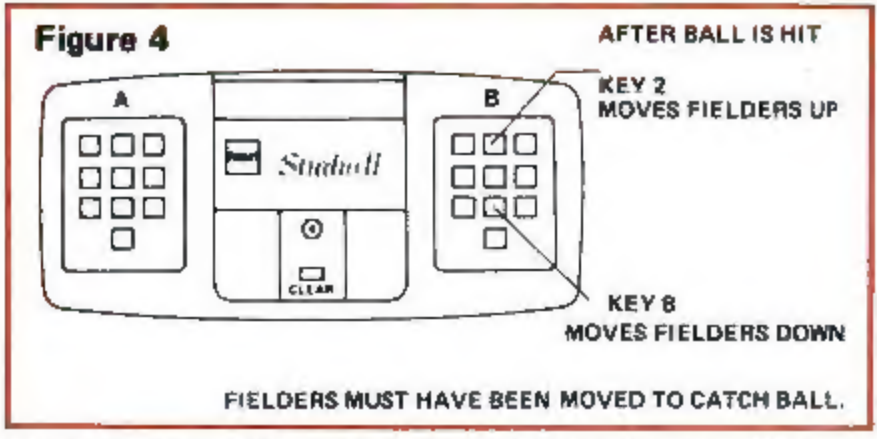
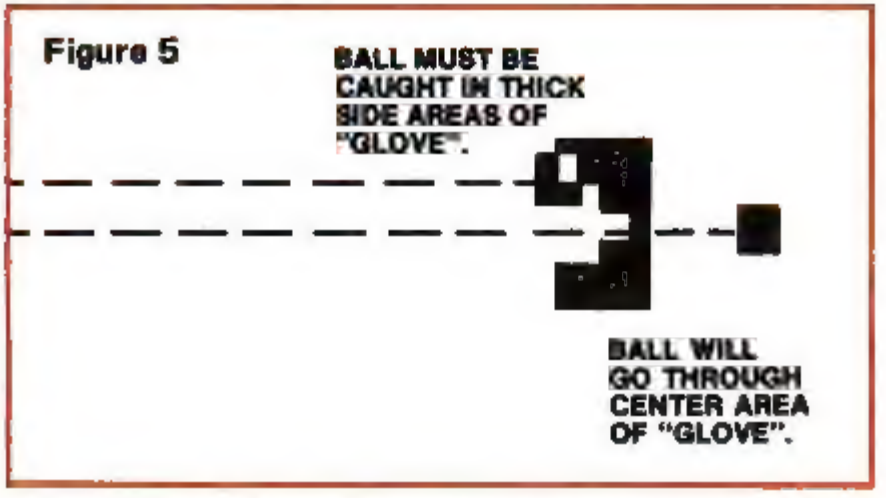


ILLUSTRATION SHOWS FIELDER CONTROL FOR TOP OF EACH INNING. KEYBOARDS CHANGE FUNCTION FOR BOTTOM OF EACH INNING SO THAT PLAYER ON KEYBOARD "A" USES KEY 2 AND 8 TO MOVE FIELDERS.



FIELDERS MUST TOUCH THE BALL ALONG THE SIDES OF THE "GLOVE". THE BALL WILL GO THROUGH THE CENTER AREA OF THE "GLOVE". ALSO, FIELDER MUST HAVE BEEN MOVED AFTER BALL IS HIT.

TYPICAL BASEBALL DISPLAY. IT'S THE TOP OF THE FIRST INNING AND PLAYER "A" IS LEADING 2–0. THERE IS 1 OUT. WITH A 1 BALL AND 2 STRIKE COUNT, THE BATTER HAS JUST HIT A HOME RUN. THE RUNNER ON THIRD IS ABOUT TO SCORE, AND THE BATTER HAS REACHED 1ST BASE.

Baseball Hints

- Don't forget to vary the speed of your pitches. Pressing key 2, 5 or 8 quickly delivers a fastball, while holding the key down just a fraction of a second will deliver a change up (slow ball).
- It is harder to get a good hit on an inside curve pitch (Key 2) or outside curve (Key 8)—but if the batter doesn't swing, the curve is also more likely to be called a ball.
- Catching a fly ball can be tricky, but with practice you can get pretty good at it. Remember, the fielders cannot make a catch unless moved from the original position. Be ready to move the fielders up or down (using Keys 2 and 8) as soon as the ball is hit.

  Note: The fielders cannot be moved until the ball is hit.

If the metal contact strips on the cartridge become dirty or discolored, this could affect the cartridge operation. These strips can be cleaned easily by gently rubbing them with a pencil eraser. Remove eraser residue before inserting cartridge.

RCA **Distributor and Special Products Division**

IE4393

Trnk(s)®